

Experience Adventures are dangerous, but the rewards are great. All characters that make it through an adventure alive receive experience points (XP). Experience points are gained from two sources while on adventures: treasure and monsters.

Characters gain XP from treasure they recover from the dungeon or wilderness and bring back to civilization. For purposes of earning XP, civilization is the nearest friendly town or stronghold. Sometimes figuring out how to get a dragons hoard back to town can be an adventure in itself.

The characters receive 1XP per 1 gold piece (gp) value of coin, gems, jewellery, and special treasure (e.g., art, furs, silks) recovered on adventures. If the characters recover equipment on adventures, they must immediately sell the equipment for coin to get XP. If they keep the equipment for later use, they receive no XP from it. If the party recovers magic items on an adventure, and sells them without using them, they receive 1XP per 1gp earned in the sale. If the characters use the magic items, they do not get any XP, even if they later sell them. (This is to prevent characters from using magic items to help them adventure, then selling the magic items for XP later, essentially benefiting twice from the same item.)

Characters do not earn treasure XP from wages earned or business transactions this is not treasure recovered from an adventure. Characters also do not earn treasure XP from recovering monster parts on adventures this is experience from monsters.

EXPERIENCE FROM MONSTERS All defeated monsters (either outsmarted, captured, or killed), grant XP based on how powerful they are. Monsters begin with a base XP determined by Hit Dice (HD), and receive a bonus for each special ability they have (fire breath, spell-like abilities, etc.). Refer to the Monster Experience Points table below. To determine the number of special abilities a monster has, count the number of asterisks next to its Hit Dice in its Monster Listing in Chapter 8.

To calculate a monsters XP, begin with the base XP value for its Hit Dice. Add the value for the XP bonus per ability, multiplied by the number of special abilities the monster has. A lamia is a HD 9 with 3 special abilities, so her bonus XP is ($3 \times 600 = 1,800$). A group of adventurers receives 2,500XP ($700 + 1,800$) for each lamia they defeat.

	Monster HD	Base XP	Bonus XP / Ability
Monster XP	Less than 1	5	1
	1	10	3
	1+	15	6
	2	20	9
	2+	35	12
	3	50	15
	3+	65	35

	Save Type	Categories
Saving Throws	Strength	Paralysis, Constriction
	Dexterity	Breath Weapon, Traps
	Constitution	Disease, Energy Drain, Poison
	Intelligence	Arcane Magic, Illusion
	Wisdom	Divine Magic, Confusion, Gaze Attack, Polymorph, Petrification
	Charisma	Death Attack, Charm, Fear
	Variable	Spells

	Light Source	Range	Type		Equip	AC
Light	Torch	40ft	Aura	AC	Unarmoured	0
	Lantern	30-60ft	Aura		Leather	1
	Hooded Lantern	80ft	Cone		Studded	2
	Bonfire (dim)	40ft!	Aura		Scale	3
	Bonfire (roaring)	120ft!	Aura		Chain	4
					Banded	5
					Plate	6
					Shield	+1

	Score	Mod		Score	Reaction Adj	Retainers	Retainer Morale
Ability Modifiers	3	-3	Charisma	3	+2	1	4
	4-5	-2		4-5	+1	2	5
	6-8	-1		6-8	+1	3	6
	9-12	0		9-12	0	4	7
	13-15	+1		13-15	-1	5	8
	16-17	+2		16-17	-1	6	9
	18	+3		18	-2	7	10

Vision**Mundane****Deepvision****Infravision****Twilight Vision****Dark Vision****Dusk Vision**

Situational Situational Combat Modifier

	Cover Type	AC Adj	Examples
Cover rules	1/4 Cover	+2 AC	
	1/2 Cover	+4 AC	
	3/4 Cover	+6 AC	
	Full Cover	+10 AC	

Critical Hit Table	1	Knock opponent down
	2	Head blow, teeth shatter, 1d4 damage, can't eat until healed
	3	Ear cut off, 1 point of damage
	4	Chop off 1-4 fingers, 1 point of damage per finger
	5	Crushing/Stabbing blow, blade stuck in rib cage. Reduces AC by 2, 1d8 damage per round
	6	Crush bone, render one limb of opponent useless, 1d8 damage
	7	Jaw destroyed, 1d8 damage, cant speak or eat
	8	Elbow shattered by blow, arm crippled, 1d8 damage
	9	Knee shattered by blow, crippled cant walk, 1d10 damage
	10	Crushing blow to opponents chest, collapsed lung, 1d10 damage, constitution cut in half
	11	Gut wound, spleen ruptures or is punctured, 1d12 damage
	12	Slice opponents in the face, blinded in both eyes
	13	Lung punctured; reduce constitution by 50% per round until 0, then death
	14	Head blow, force knocks eye out of socket, explodes globe, blind in that eye, 1d10 damage
	15	Massive blow to chest, victims chest collapses, cant breath, death in 1d4 rounds unless healed
	16	Sever artery, if wound goes untreated 1d12 damage per round until healed
	17	Chop off random limb, 1d12 points of bleed damage until wound staunches
	18	Crushing blow to the skull, opponent knocked unconscious, 1d12 points damage
	19	Eviscerated, instant death
	20	Chop off opponents head, instant death

Morale

- Opponents start a fight when the group does not wish to fight.
- Opponents display vastly superior magic or fighting ability.
- Half the group is slain or incapacitated.
- Members of the group have already fled.
- The groups leader is slain or incapacitated.
- Opponents kill a significant number of the group in a single round.
- Opponents display willingness to escalate the fight (killing in a fight that was previously non-lethal).
- Reinforcements arrive to shore up the opponents numbers.
- An individual is badly wounded (less than half hit points).
- Opponents make an offer to accept a surrender.

Situational

- Fighting with no escape route.
- Fighting to defend ones home or lair.
- Fighting to defend loved ones or innocents.
- The expectation that the enemy will slay incapacitated prisoners if victorious.
- The expectation that the enemy will torture prisoners if victorious.
- The expectation that the enemy will be merciful if victorious.
- The knowledge that if the combatant is incapacitated but their side wins the fight they will be healed.
- The fear of being executed (or worse) for cowardice if they run.
- A creature is fighting for reasons of desperation (e.g. extreme hunger or maddening pain).
- A previous offer to surrender has not been accepted.

0.1 Movement

Fatigue Characters moving at exploring or walking speed need to rest for 10 minutes every hour, or 1 turn in 6.

	Movement Mode	Pace	Mechanic
Dungeon	Stealth	0.5x	
	Exploring	1x	Allows mapping of the route, watching for traps, or ambushes.
	Walking	2x	Unhurried but purposeful movement. Not specifically looking for traps or ambushes.
	Running	3x	Unable to map. Unable to look for traps or ambushes effectively. Chance of torch blowing out.

	Movement Mode	Pace	Mechanic
Wilderness	Stealth	0.5x	
	Exploring	1x	Allows mapping of the route, watching for traps, or ambushes.
	Walking	2x	Unhurried but purposeful movement. Not specifically looking for traps or ambushes.
	Running	3x	Unable to map. Unable to look for traps or ambushes effectively. Chance of torch blowing out.

	Movement Mode	Pace	Mechanic
Settlement	Stealth	0.5x	
	Exploring	1x	Allows mapping of the route, watching for traps, or ambushes.
	Walking	2x	Unhurried but purposeful movement. Not specifically looking for traps or ambushes.
	Running	3x	Unable to map. Unable to look for traps or ambushes effectively. Chance of torch blowing out.

	Type	Cost imposed
Terrain	Plains	
	Hills	
	Forests	
	Swamp	

	Action	Time
Actions	Search 10ft by 10ft room	1 Turn

0.2 Random Treasure Generation

Treasure will **usually be found in the lairs of monsters**. Each monster entry in Chapter 8, *Monsters*, designates whether or not that type of monster has the possibility of treasure. Those that do are given a Treasure Type (TT), which indicates what kinds and quantities of treasure a monster might have.

The Treasure Types are lettered from A to R, with TT A yielding the smallest hoards and TT R the largest. To randomly generate a monster's treasure, the Judge finds the row on the Treasure Type table, below, that corresponds to the monster's TT. For each column on the row, the Judge rolls the appropriate dice to determine whether the specified treasure is present, and if so, in what quantity. When the dice indicate that gems, jewelry, or magic items are present, the specific treasures found in these categories are then determined using sub-tables provided after the Treasure Type table. If the presence of magic items is indicated, but no specific type is indicated, the type is determined by rolling on the Random Magic Type table. Judges wishing to create more diverse and interesting treasures may then combine the treasure generated into lots and use the Special Treasures table, as described below.

Dungeon Treasure Distribution The Treasure Type table is designed to place a total amount of treasure in any given lair or dungeon equal to four times the XP value of the monsters in the area. Thus, on average, the amount of treasure assigned to a monster by its Treasure Type equals four times its XP. However, there is a correction factor that compensates for encounters with monsters that have no treasure by assigning other types of monsters more treasure. For example, in a dungeon level 2 stocked with the default random monster tables, over half the encounters will be with monsters like zombies and giant bats that do not carry treasure. The remaining dungeon level 2 monsters that do carry treasure therefore have been assigned treasure worth eight times their XP value. In this way, the overall gp to XP ratio within that set of monsters remains approximately 4:1.

Monster Types In addition to their quantitative rank, the Treasure Types are further subdivided into three categories, representing the method by which the monsters have accumulated the treasure: by hoarding, by raiding, or incidentally.

Hoarding monsters are typically intelligent enough to appreciate the value of wealth, and powerful enough to gain and defend substantial amounts of it. Hoarder Treasure Types (B, D, H, N, Q, R) feature a roughly equal mix of coins and other valuables, and typically yield values far in excess of their weight (usually 10 stone or less).

Raiding monsters are intelligent creatures who gather treasure by stealing it from those weaker than themselves. Raiders are often the minions of more powerful monster who claim the most precious items for themselves, so Raider Treasure Types (E, G, J, L, O) are mostly bulky hoards (typically 20 stone) of low value coin and goods.

Incidental Hoarders Monsters with incidental treasure accumulate wealth accidentally, e.g. by bringing dead adventurers back to the lair to feed their young. Though they may lack the intelligence to recognize things of value, they may be attracted to shiny objects which they gather as best they can with their claws or jaws. The Incidental Treasure Types (A, C, F, I, K, M, P) are usually only a few stone in weight and are the most variable type of treasure, with some rolls on these tables yielding fantastic bounty while as many others produce nothing at all.

A dungeon with a variety of monsters will thus tend to have a wide assortment of interesting treasures, ranging from precious regalia to bulky low value coin.

Unless otherwise noted, randomly generated treasures are found only in the monster's lair. If the monster entry specifies that a creature carries individual treasure either instead of or in addition to its lair treasure, these individual treasures may be found even if the monster is encountered when wandering outside its lair.

Gem Values

	Raw	Flawed	Cut	Pattern
Gem Quality	Agate			
	Alexandrite			
	Amber			
	Amethyst			
	Aquamarine			
	Adventurine			
	Bloodstone			
	Carnelian			
	Citrine			
	Coral			
	Diamond, blue			
	Diamond, yellow			
	Diamond, crimson			
	Emerald			
	Garnet			
	Jade, blue			
	Jade, crimson			
	Jade, green			
	Jasper			
	Kunzite			
	Lapis Lazuli			
	Malachite			
	Moissanite			
	Moonstone			
	Obsidian			
	Onyx			
	Opal			
	Pearl, black			
	Pearl, white			
	Peridot			
	Quartz			

Jewelry Values

0.3 Hoarders

0.4 Raiders

0.5 Incidental Hoarders

	Mercenary Type	Monthly Salary
Mercenary Costs	Archer	5gp
	Cavalry, heavy	20gp
	Cavalry, light	10gp
	Cavalry, medium	15gp
	Crossbowmen	4gp
	Footman, heavy	3gp
	Footman, light	2gp
	Horse Archer	15 gp
	Longbowmen	10gp
	Militia	1gp

Duty The listed costs are for peacetime guarding and patrolling duties. For active war-time duties, double all costs.

Leadership When hiring mercenaries, they are assumed to come with captains and other leaders as part of the cost.

Basic questions

- How far is the target location?
- Do you know any local guides? Is there a key benefit to asking a local guide?
- Do we know of any threats enroute?
- Do we know of any threats at the location?
- Are there any weather considerations?
- How could we carry the loot back?
- How much supplies do we have and need?
- Are there any local sources of food and water en route or at the location? Any known poisonous plants or tainted water?

Basic Travel Logistics I will assume at least one character is in armour. Thus 16 miles per day. By Horse, that is roughly 32 miles per day. I suggest placing an adventure site 32 miles away. Thus it is 1 day by horse, 2 days by foot (in armour). If its trackless in forest, swamp, hills, then double the time. So 2 days by horse, 4 days by foot (in armour). Trackless in plains? 1 and a half days by horse. 3 days by foot.

Food Each day the player must eat one trail rations. So a basic adventure would require from each adventurer between 1 and 4 rations, each way. So possibly between 2 to 8 each.

Water A nice way to handle this is to say that a character needs either 1 or 2 gallons of water per day. The waterskin only has two gallons. The player needs 2 gallons if he was in a high stress situation, such as combat, thus increasing his water need. So if each player has only a single waterskin each, then there will not be enough for the return trip, or the adventure at the adventure site. Thus they need to identify local sources of good water (or carry more waterskins, which is quite heavy).

Additional Note I chose to use the above system because it allows the players to make a strategic decision on whether to fight or not, based on how much water they have. My system assumes normal climate conditions, and normal clothing for the area. For deserts such as Abyssimiar, you can double the water requirement.

Start Travel Time and its effect on the Adventure

If the players travel by day, and its 1 day (actually 8 hours overland) by horse, then they will reach the adventure site at night time. This means they will be tired, and must rest. If they don't rest, they will suffer tired rules. If they sleep, then they will be ready to infiltrate the adventure site by the early morning hours. This means that stealth would be difficult for the players to use - and ranged combat would dominate the fighting.

If the players travel by night, and its 1 day (actually 8 hours overland) by horse, then they will reach the adventure site by day time. They will be tired at this point. It is generally unsafe to set up camp near the adventure site - if they have roaming patrols. Thus they must set up camp some distance away and sleep. This means the players will be awake and ready at night time (or late evening) and be capable of easily using the darkness possibly to their advantage.

Any cooking of food will most likely alert sentries to the players position. This could apply a morale penalty to henchmen/followers whom are unused to such excursions. I have personally seen how city dwellers react to this - it pisses people off and slightly breaks them. The promise of alcohol in the evening will negate this penalty.

Hard Core Mode If you travel by road, you will be seen by sentries, watch towers, and will have to deal with the possibility bandits (whom will thus require you to burn up 2 gallons of water each due to the strain). What are the penalties of being seen? Well, no chance of being surprised, and a good chance you will be surprised.

If you travel by trails, you will be capable of avoiding the above problems - but you now travel at 3/4 speed: so it was as if you was travelling trackless in plains (see above).

Every time the players go to a water source, there is a chance of a random encounter (boars are quite deadly, and natural inhabitants of most watery places).

Roll at least once per day for a random encounter. The more time the players spend, the more it becomes difficult to accomplish the mission.

Have a group have at least one intelligent enemy whom is a leader of some sort. He will for sure use sound tactics against the players - attacking the players from the right flank to negate shields, creating ambush zones, employing defensive terrain (such as hills, pits, water) with weapons appropriately, ensures his troops are properly fitted with ranged weapons and sufficient ammo. These are some of the basic tactics employable.

Dungeon Play Sequence

- Turns progress in the labyrinth as characters use turns to move about, look for traps, listen for noises, or search areas.
- GM occasionally rolls for random encounters. If something is encountered (either planned, or random) then shift to encounter time.
- At this point roll 2d6x10 to determine the distance in feet separating the characters from the monster. Next the GM determines if either side or both is surprised. Then roll to determine initiative (1d6). Then a 2d6 is rolled to determine the monster's reaction.

Wilderness Play Sequence

- roll d% at the start of each day to determine if the players are lost.
- continue as you would a Dungeon except that monsters encountered will start a distance of 4d6x10 yards away.

	Structure	Format
Pacing Structures	Vice	
	Pendulum	
	Pit	

Shy/Frightened tend to stay shrunken and small. They hunch down and keep their arms close to their sides. Their eyes may dart about if especially nervous, and they try to avoid physical or eye contact.

Bitter/Grizzled frown and glare. Their lips are set in a permanent snarl. Their motions are lackadaisical (after all, what's the point?). They tend to sit back a lot, content to have things happen to them.

Authoritative stand tall and proud. They make broad and sweeping motions to match their grand stature. All their gestures bespeak power and action. They might pound a fist into a palm or point at someone in condemnation.

Sinister tend to look at the world through very wide eyes or narrow, squinty eyes. They often carry a wry smirk on their faces, as if they know something you don't.

Elderly look about with half-lidded eyes. They move slowly and gesture minimally. Their hands might shake while they are gesturing or speaking. Taken to an extreme, these mannerisms can also mark undead that bear the insufferable weight of countless centuries. Some move as still as possible; every movement had a specific purpose. Lichlike characters act as though indulging in any indication of life is a distasteful burden.

Wise look thoughtful. They may wear a slight frown upon their faces and listen before speaking, nodding sagely at every word. They may clasp a steady hand on someone's shoulder when about to give out a piece of advice.

Spunky can't help the grins on their faces. They like to wink at others or bite their lips in a sprightly way. They enjoy teasing and poking fun at others. They're always moving about in every direction.

Brooding/Angry speak little. They glare steadfastly at those they address. They clench their jaw, ball their hands into fists and fold their arms.

Sad often stare into space, pondering their woe. They move slowly, using little effort. They shuffle their feet and slump their shoulders. They may smile slightly, but their smile doesn't quite reach their eyes, and it falters quickly.

Calculating stare at people for a long time, in order to assess them. They often look people up and down, scrutinizing them from head to foot. They think before they speak and move with very orderly, restrained gestures.

Manic are never quite in control of their bodies. Whether madmen or under the influence they may continually twiddle their fingers. Their bodies are seldom still.

Happy/welcoming often hold out their arms to people. They laugh often, even if it's just to humour their guests. They often touch or clasp their friends, giving them pats on the back or rubs of the shoulder.

Smug

Investigate	Library research	1d4 Hours
	Stack of letters in a desk	1d4 x 10 minutes

	Crime	Punishment
Cruel and unusual punishments		Trapped in a room with crazed killer bees
		Locked in a cage suspended above a bee farm

War Time Complications All of the local blacksmiths are working for the local Lord in producing weapons. Military caravans are moving back and forth to the Staging Post Town. There are very few weapons and armour on the market. Those that exist sell for 3x the usual value due to demand.